

---

```
1 #include "PlaceableActor.h"
2
3 class Money : public PlaceableActor
4 {
5 public:
6     Money(int x, int y, int worth);
7
8     int GetWorth() const { return m_worth; }
9
10    virtual void Draw() override;
11
12 private:
13     int m_worth;
14
15 };
```